CLAIMS

We claim:

1. A toy race car comprising:

a body portion;

a chassis portion connected to the body portion;

an electronics portion comprising:

a light source; and

a switch electrically connected to the light source.

2. The toy race car of claim 1, further comprising:

wheels connected to the chassis; and

a motor that drives the wheels.

3. The toy race car of claim 2, wherein the motor is a pull-back motor that is wound by rolling wheels of the car.

4. The toy race car of claim 1, wherein the light source illuminates an inside portion of the car defined by the body portion and the chassis portion.

5. The toy race car of claim 4, wherein the body portion has a translucent portion that allows light from the light source to be viewed outside the car.

6. The toy race car of claim 4, wherein the body portion has an opening that allows light from the light source to be viewed from outside the car.

7. The toy race car of claim 1, wherein the switch causes the light source to illuminate when the car is in motion.

8. The toy race car of claim 2, wherein the switch is a shake sensor.

9. A toy racetrack comprising:

first and second track portions having an operating surface and guide means mechanically contacting a vehicle to confine the vehicle thereon, and each of said track portions having a first and a second end; and

a criss-cross loop having an entrance end and an exit end, said entrance end being connected to the second ends of the first and second track portions, wherein the entrance end has a width that is sufficient to hold at least two vehicles, whereby two vehicles may travel next to each other at the entrance end at the same time.

10. The toy race track of claim 9, wherein the exit end has a width that narrower than two vehicles, whereby no more than one vehicle passes through the exit end at a single instant.

11. The toy race track of claim 9, wherein the entrance end is at least two and one half times as wide as the operating surface of the track portions.

12. The toy race track of claim 9, wherein the loop includes a fork portion that connects to the second ends of the track portions, receives at least two vehicles traveling on the tracks, and causes the vehicles to move toward each other in the loop.

13. The toy race track of claim 12, wherein the loop receives a first vehicle from the first track portion and a second vehicle from the second track portion and guides the first and second vehicles toward each other causing the vehicles to crash.

14. The toy race track of claim 13, further comprising a vehicle for use on the track portions, wherein the vehicle has a width that is narrower than the operating surface of the track portions and is narrower than half of the operating surface of the loop entrance.

15. The toy race track of claim 9, wherein the loop is formed from a translucent or transparent material that allows vehicles to be seen as the vehicles pass through the loop.

16. The toy race track of claim 9, further comprising:

a first intersection formed from the first and second track portions; and

a start gate connected to the first ends of the first and second track portions, wherein a distance from the first end of the first track portion to the first intersection is the same as a distance from the first end of the second track portion to the first intersection, whereby cars traveling on the first and second track portions at the same velocity starting at the same moment will reach the first intersection at approximately the same time.

17. A toy racetrack comprising:

a track portion having an operating surface and guide means mechanically contacting a vehicle to confine the vehicle thereon; and

a jump portion having a gauge having first and second ends connected to an end of the track portion for measuring a jump of a car traveling on the track portion, wherein the car enters the first end of the gauge.

18. The toy race track of claim 17, wherein the gauge is transparent and includes indicators for measuring the jump.

19. The toy race track of claim 17, wherein the gauge has a light source connected to the second end, which light source is illuminated based on movement by the car on the race track.

20. The toy race track of claim 17, wherein the gauge has a sign comprising a plurality of adjacent parts that fall apart when the car reaches the second end of the gauge.

21. The toy race track of claim 17, further comprising a counter rest for holding the jump portion of the track in an upright position.

22. The toy race track of claim 17, further comprising a door knob latch for holding the jump portion of the track in an upright position by attaching to a door knob.

23. A toy racetrack comprising:

a track portion having an operating surface and guide means mechanically contacting a vehicle to confine the vehicle thereon;

a jump connected to the track portion, which jump directs the vehicle off of the track operating surface; and

a loop portion having at least one loop having an opening for receiving the vehicle launched from the jump.

24. The toy race track of claim 23, wherein the jump launches the vehicle in an upside-down position toward the loop portion.

25. The toy race track of claim 23, wherein the loop portion comprises a plurality of loops having openings at varying heights, wherein the loops redirect the vehicle toward the jump, whereby the vehicle is launched from the jump initially into an outer loop, returned to the jump by the outer loop, and launched again by the jump into a different loop.

26. The toy race track of claim 25, further comprising a catch for stopping and holding the vehicle launched from the jump if the vehicle does not enter one of the loops.

27. A toy race track system comprising:

a car having a light source located in an interior portion of the car, wherein said light source is illuminated when the car is in motion; and

a track portion having an operating surface and guide means mechanically contacting the car to confine the car thereon.

28. The toy race track system of claim 27, wherein the track portion includes an illuminated portion that is illuminated by a light source when the car is traveling on the track portion.

29. The toy race track of claim 28, wherein the track portion further includes a shake sensor that detects movement of the vehicle on the track portion and causes the light source to illuminate the illuminated portion based on the detection of the movement.

30. The toy race track system of claim 27, wherein the track portion comprises:

first and second track portions, each of said track portions having a first and a second end; and

a criss-cross loop having an entrance end and an exit end, said entrance end being connected to the second ends of the first and second track portions, wherein the entrance end has a width that is sufficient to hold at least two cars, whereby two cars may travel next to each other at the entrance end at the same time.

31. The toy race track system of claim 27, wherein the track portion comprises:

a jump portion having a gauge having first and second ends connected to an end of the track portion for measuring a jump of the car traveling on the track portion, wherein the car enters the first end of the gauge.

32. The toy race track system of claim 27, wherein the track portion further comprises:

a jump connected to the track portion, which jump directs the car off of the track operating surface; and

a loop portion having at least one loop having an opening for receiving the car launched from the jump.